14.   (twice amended) An interactive method, <u>comprising</u> the steps of:

creating a plurality of video vignettes simulating a person;

creating a plurality of statements to be selected by a user of said apparatus;

creating a plurality of audio responses for articulation by said simulated person; and

creating logic means for interrelating each of said audio responses, said video vignettes and said statements to be selected by the user<u>, such that each of said statements can have a plurality of different audio responses and video vignettes associated therewith</u>.

22.   (twice amended) An interactive apparatus, comprising:

a plurality of video vignettes simulating a person;

a listing of a plurality of statements to be verbalized by the user of said apparatus;

a plurality of audio responses for articulation by said simulated person; and

a logic means for interrelating each of said audio responses, said video vignettes and said statements to be verbalized by the user<u>, such that each of said statements can have a plurality of different audio responses and video vignettes associated therewith</u>.

35.   (twice amended) An interactive method, comprising the steps of:

creating a plurality of video vignettes simulating a person;

creating a plurality of statements to be verbalized by the user;

creating means for recognizing verbalized ones of said plurality of statements;

creating a plurality of audio responses for articulation by said simulated person; and

creating logic means for interrelating each of said audio responses, said video vignettes and said plurality of statements to be verbalized by the user, such that each of said statements can have a plurality of different audio responses and video vignettes associated therewith.

43.   (twice amended) An interactive system, comprising:

memory means including a plurality of statements;

memory means for video presentation; and

keyboard means for selecting one of said plurality of statements in response to a visual cue from said monitor means or an audio cue, said video presentation capable of being one of a plurality of video presentations possible in response [responding] to said selected one of said plurality of statements.

60.   (once amended) A computer readable medium that stores a program, said program comprising:

means for creating a simulated person;

means for creating a plurality of statements to be verbalized;

means for recognizing verbalized statements;

means for creating a plurality of audio responses for articulation;

means for creating logic means for interrelating said audio responses, simulated person and statements to be verbalized, such that each of said statements can have a plurality of different audio responses and video vignettes associated therewith.

61. (once amended) A computer readable medium that configures a computer to perform a method, said method comprising the steps of:

simulating a person;

selecting statements to be selected by a user;

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articulating audio responses by the simulated person; and

interrelating the statements selected by the user, the audio response and the simulated person, such that each of said statements can have a plurality of different audio responses and video vignettes associated therewith.

62. (once amended) An interactive apparatus comprising:
a means for simulating a person;
a plurality of statements to be selected by a user of said apparatus;
a plurality of audio responses for articulation by said simulated person; and
logic means for interrelating each of said statements to be selected by the user, said audio responses and said simulated person, such that each of said statements can have a plurality of different audio responses and video vignettes associated therewith.

63. (once amended) An interactive method, comprising the steps of:
simulating a person;
creating a plurality of statements to be selected by a user of said apparatus;
creating a plurality of audio responses for articulation by said simulated person; and
creating logic means for interrelating each of said audio responses, said simulated person and said statements to be selected by the user, such that each of said statements can have a plurality of different audio responses and video vignettes associated therewith.

64. (once amended) An interactive apparatus comprising:
means for simulating a person;

a listing of a plurality of statements to be verbalized by the user of said apparatus;

a plurality of audio responses for articulation by said simulated person; and

a logic means for interrelating each of said audio responses, said simulated person and said statements to be verbalized by the user, such that each of said statements can have a plurality of different audio responses and video vignettes associated therewith.

65.   (once amended) An interactive method comprising the steps of:

simulating a person;

creating a plurality of statements to be verbalized by the user;

creating means for recognizing verbalized ones of said plurality of statements;

creating a plurality of audio responses for articulation by said simulated person; and

creating logic means for interrelating each of said audio responses, said simulated person and said plurality of statements to be verbalized by the user, such that each of said statements can have a plurality of different audio responses and video vignettes associated therewith.

Cancel claim 53.

REMARKS

Claims 1, 14, 22, 35, 43, and 60-65 have been amended to recite that each statement selected by the user can have a plurality of different audio responses and video vignettes associated with such statement. Support can be found in many places in the specification, e.g., page 3, lines 20-24. Claim 53 has been canceled.

Sub. C1> 1.   An interactive apparatus, comprising:

a plurality of video vignettes simulating a person;

a plurality of statements to be selected by a user of said apparatus;

a plurality of audio responses for articulation by said simulated person;
and

a logic means for interrelating each of said statements to be selected by the
user, said audio responses and said video vignettes, such that

each of said statements can have a plurality of different audio responses
and video vignettes associated therewith.

Sub. C3> 14.   An interactive method, comprising the steps of:

creating a plurality of video vignettes simulating a person;

creating a plurality of statements to be selected by a user of said apparatus;

creating a plurality of audio responses for articulation by said simulated
person; and

creating logic means for interrelating each of said audio responses, said
video vignettes and said statements to be selected by the user, such that

each of said statements can have a plurality of different audio responses
and video vignettes associated therewith.

Sub. C5> 22.   An interactive apparatus, comprising:

a plurality of video vignettes simulating a person;

a listing of a plurality of statements to be verbalized by the user of said
apparatus;

a plurality of audio responses for articulation by said simulated person;
and

a logic means for interrelating each of said audio responses, said video vignettes and said statements to be verbalized by the user, such that each of said statements can have a plurality of different audio responses and video vignettes associated therewith.

35. An interactive method, comprising the steps of:

creating a plurality of video vignettes simulating a person;

creating a plurality of statements to be verbalized by the user;

creating means for recognizing verbalized ones of said plurality of statements;

creating a plurality of audio responses for articulation by said simulated person; and

creating logic means for interrelating each of said audio responses, said video vignettes and said plurality of statements to be verbalized by the user, such that each of said statements can have a plurality of different audio responses and video vignettes associated therewith.

43. An interactive system, comprising:

memory means including a plurality of statements;

memory means for video presentation; and

keyboard means for selecting one of said plurality of statements in response to a visual cue from said monitor means or an audio cue, said video presentation capable of being one of a plurality of video presentations possible in response to said selected one of said plurality of statements.

60. A computer readable medium that stores a program, said program comprising:

means for creating a simulated person;

means for creating a plurality of statements to be verbalized;

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means for recognizing verbalized statements;

means for creating a plurality of audio responses for articulation;

means for creating logic means for interrelating said audio responses, simulated person and statements to be verbalized, such that each of said statements can have a plurality of different audio responses and video vignettes associated therewith.

61. A computer readable medium that configures a computer to perform a method, said method comprising the steps of:

simulating a person;

selecting statements to be selected by a user;

articulating audio responses by the simulated person; and

interrelating the statements selected by the user, the audio response and the simulated person, such that each of said statements can have a plurality of different audio responses and video vignettes associated therewith.

62. An interactive apparatus comprising:

a means for simulating a person;

a plurality of statements to be selected by a user of said apparatus;

a plurality of audio responses for articulation by said simulated person; and

logic means for interrelating each of said statements to be selected by the user, said audio responses and said simulated person, such that each of said statements can have a plurality of different audio responses and video vignettes associated therewith.

63. An interactive method, comprising the steps of:

simulating a person;

creating a plurality of statements to be selected by a user of said apparatus;

creating a plurality of audio responses for articulation by said simulated person; and

creating logic means for interrelating each of said audio responses, said simulated person and said statements to be selected by the user, such that each of said statements can have a plurality of different audio responses and video vignettes associated therewith.

64.   An interactive apparatus comprising:

means for simulating a person;

a listing of a plurality of statements to be verbalized by the user of said apparatus;

a plurality of audio responses for articulation by said simulated person; and

a logic means for interrelating each of said audio responses, said simulated person and said statements to be verbalized by the user, such that each of said statements can have a plurality of different audio responses and video vignettes associated therewith.

65.   An interactive method comprising the steps of:

simulating a person;

creating a plurality of statements to be verbalized by the user;

creating means for recognizing verbalized ones of said plurality of statements;

creating plurality of audio responses for articulation by said simulated person; and

creating logic means for interrelating each of said audio responses, said simulated person and said plurality of statements to be verbalized by the

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user, such that each of said statements can have a plurality of different audio responses and video vignettes associated therewith.